



Aether Revolt Instant-Speed Tricks

This is a list of all the instant-speed tricks in *Aether Revolt*. Each color is sorted by converted mana cost.

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White		Alley Evasion		Instant	Choose one — • Target creature you control gets +1/+2 until end of turn. • Return target creature you control to its owner's hand.
		Decommission		Instant	Destroy target artifact or enchantment. Revolt — If a permanent you controlled left the battlefield this turn, you gain 3 life.
		Deft Dismissal		Instant	Deft Dismissal deals 3 damage divided as you choose among one, two, or three target attacking or blocking creatures.
Blue		Take into Custody		Instant	Tap target creature. It doesn't untap during its controller's next untap step.
		Negate		Instant	Counter target noncreature spell.
		Shielded Aether Thief		Creature	Flash (You may cast this spell any time you could cast an instant.) Whenever Shielded Aether Thief blocks, you get {e} (an energy counter). {T}, Pay {e}{e}{e}: Draw a card.
		Disallow		Instant	Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)
		Metallic Rebuke		Instant	Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Counter target spell unless its controller pays {3}.
		Whir of Invention		Instant	Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Search your library for an artifact card with converted mana cost X or less, put it onto the battlefield, then shuffle your library.
		Illusionist's Stratagem		Instant	Exile up to two target creatures you control, then return those cards to the battlefield under their owner's control. Draw a card.
		Leave in the Dust		Instant	Return target nonland permanent to its owner's hand. Draw a card.
Black		Fatal Push		Instant	Destroy target creature if it has converted mana cost 2 or less. Revolt — Destroy that creature if it has converted mana cost 4 or less instead if a permanent you controlled left the battlefield this turn.
		Cruel Finality		Instant	Target creature gets -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)
		Renegade's Getaway		Instant	Target permanent gains indestructible until end of turn. Create a 1/1 colorless Servo artifact creature token. (Effects that say "destroy" don't destroy a permanent with indestructible, and if it's a creature, it can't be destroyed by damage.)
		Perilous Predicament		Instant	Each opponent sacrifices an artifact creature and a nonartifact creature.
Red		Precise Strike		Instant	Target creature gets +1/+0 and gains first strike until end of turn.
		Shock		Instant	Shock deals 2 damage to target creature or player.
		Invigorated Rampage		Instant	Choose one — • Target creature gets +4/+0 and gains trample until end of turn. • Two target creatures each get +2/+0 and gain trample until end of turn.
		Hungry Flames		Instant	Hungry Flames deals 3 damage to target creature and 2 damage to target player.
Green		Lifecraft Awakening		Instant	Put X +1/+1 counters on target artifact you control. If it isn't a creature or Vehicle, it becomes a 0/0 Construct artifact creature.
		Heroic Intervention		Instant	Permanents you control gain hexproof and indestructible until end of turn.
		Highspire Infusion		Instant	Target creature gets +3/+3 until end of turn. You get {e}{e} (two energy counters).
		Natural Obsolescence		Instant	Put target artifact on the bottom of its owner's library.
		Lifecrafter's Gift		Instant	Put a +1/+1 counter on target creature, then put a +1/+1 counter on each creature you control with a +1/+1 counter on it.